

PAUL COCKBURN

Paul Cockburn is a game designer who has worked primarily on roleplaying games. He worked for TSR's *Imagine* magazine. Cockburn later led the new editorial team of *White Dwarf* as its editor, beginning in 1986 with issue #78.

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in *Jedi Dawn*, Havet lands on the Imperial planet of Toprawa and finds himself face to face with Boba Fett, the most infamous bounty hunter in the Galaxy, the beautiful Facet Anamor and the mysterious but deadly Diamond.

In *The Bounty Hunter*, Havet, in an attempt to leave Toprawa, is plunged into the world of Boba Fett, who is on a mission to seek and capture Han Solo for underworld leader Jabba the Hutt and the evil Darth Vader, Dark Lord of the Sith. Will you be able to find Solo before Fett does? Or will you yourself fall into the clutches of the bounty hunter?

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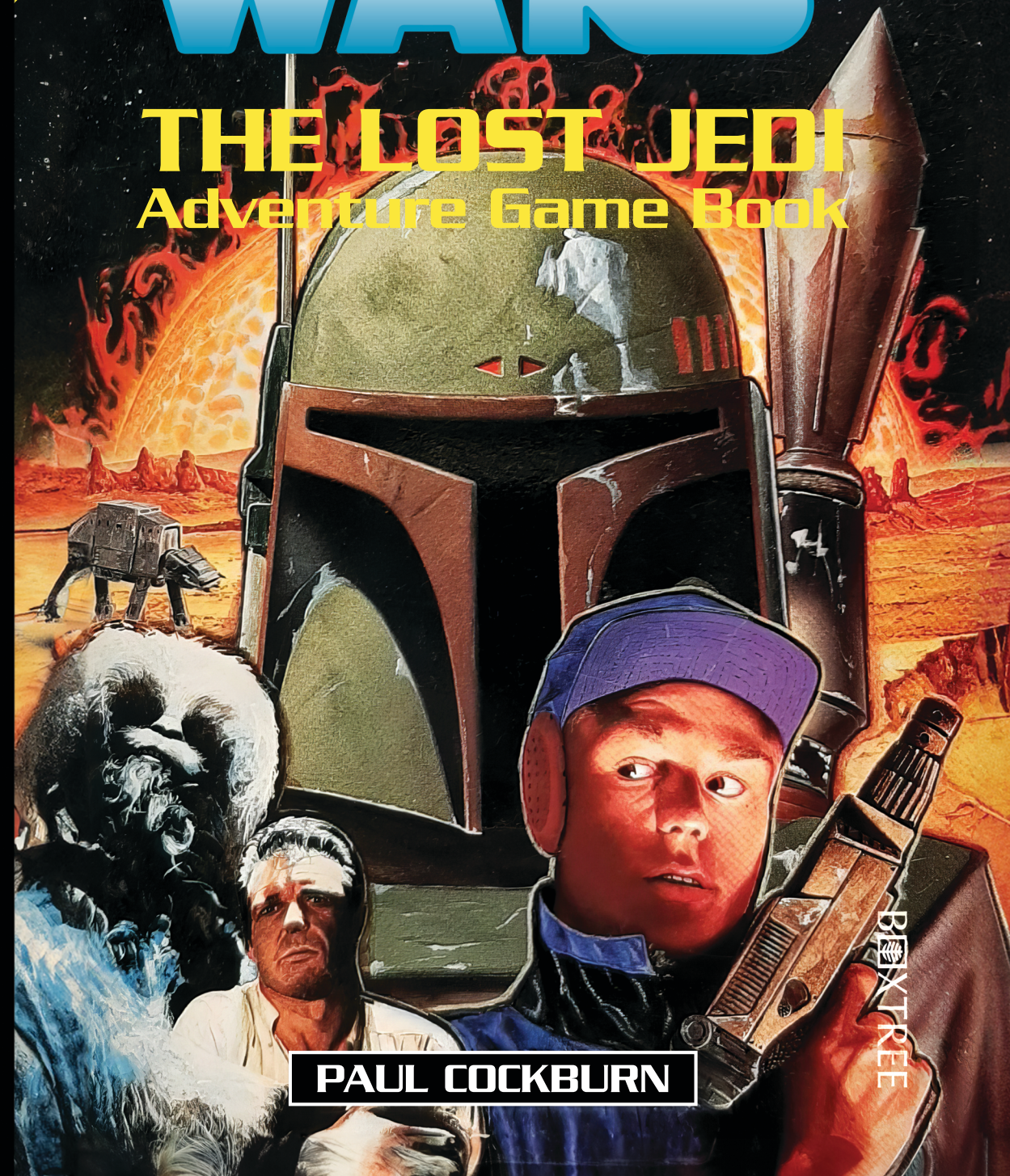
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Your name is Havet Storm. You come from a well-populated planet on the outer edge of Imperial space. You are sixteen standard years old. Your mother and father are dead—as far as you know you have no close living relatives anywhere in the universe.

For the last year of your life you have been on the run, skipping away from dangers real and imagined. It seems hard to believe that you ever had an ordinary life, but there must have been a time before when you weren't a renegade, an outcast. When you were just a boy living with his mother on a well-populated planet on the outer edge of Imperial space.

You know there must have been a time like that, because you can remember the day it all changed...